



<b>TRANSMITTAL OF APPEAL BRIEF</b>			Docket No. WINX 3.0-008
In re Application of: Hideo Kojima			
Application No. 09/272,467	Filing Date March 19, 1999	Examiner S. Jones	Group Art Unit 3713
Invention: IMAGE PROCESSING METHOD, VIDEOGAME APPARATUS AND STORAGE MEDIUM			

**TO THE COMMISSIONER FOR PATENTS:**

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TECHNOLOGY CENTER R3700

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Dated: December 3, 2002

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Appeal Brief  
S. Zimmerman 3/3

PATENT  
WINX 3.0-008

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE  
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re Patent Application of :  
Hideo Kojima :  
 : Group Art Unit: 3713  
Application No. 09/272,467 :  
 : Examiner: S. Jones  
Filed: March 19, 1999 :  
 : Date: December 3, 2002  
For: IMAGE PROCESSING METHOD, :  
VIDEO GAME APPARATUS AND :  
STORAGE MEDIUM :  
X

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APPEAL BRIEF UNDER 37 C.F.R. § 1.192 (a) TECHNOLOGY CENTER R3703

Sir:

This Appeal Brief is being filed in triplicate from the decision of the Examiner dated June 5, 2002, finally rejecting claims 1-42, which are the subject of this appeal. A Notice of Appeal for the above-identified application was mailed on August 26, 2002. The date of the Notice of Appeal is September 3, 2002, the date of receipt in the United States Patent and Trademark Office. Applicant hereby submits a one-month extension petition resetting the due date for Applicants' brief from November 3, 2002, to December 3, 2002.

I hereby certify that this correspondence is being deposited with the United States Postal Service with sufficient postage as First-Class mail in an envelope addressed to Commissioner for Patents, Washington, D.C. 20231 on December 3, 2002.

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**I. REAL PARTY IN INTEREST**

The real party in interest in this case is the assignee of record, *Konami Co., Ltd.*, a Japanese Corporation. The assignment of this application was duly filed and is recorded at Reel 010173 Frame 0539.

**II. RELATED APPEALS AND INTERFERENCES**

To the best of the current knowledge of Applicants, there are no related appeals or interferences pending with the United States Patent and Trademark Office regarding this application.

**III. STATUS OF CLAIMS**

Appealed claims 1-42 were finally rejected and may be found in the Appendix attached hereto.

Claims 1, 9, 19, 20, 32 and 39 have been finally rejected under 35 U.S.C. § 102(e) as being anticipated by *Goden et al.*, U.S. Patent No. 5,830,066.

Claims 2, 11 and 36 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.*

Claims 3-5, 12, 13, 15, 35, 37, and 38 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Rieder*, U.S. Patent No. 5,769,718.

Claim 14 has been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Rieder* as applied to claims 3-5, 12, 13, 15, 35 and 37-38 listed above and in further view of *Mukojima et al.*, U.S. Patent No. 5,768,393.

Claims 6, 7, 16, 17, 34 and 40 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Logg*, U.S. Patent No. 5,616,031.

Claim 41 has been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Logg* as applied to claims 6, 7, 16, 17, 34 and 40 listed above and in further view of *Mukojima et al.*, U.S. Patent No. 5,768,393.

Claims 8, 18 and 42 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of "Corpse Killer" (Video Game by 3DO).

Claims 10, 21, 22, 30, 31 and 33 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Mukojima et al.*

Claims 23-25, 30, 31 and 33 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Mukojima et al.* as applied to claims 10, 21, 22, 30, 31 and 33 listed above and in further view of *Rieder*.

Claims 26-28 have been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Mukojima et al.* as applied to claims 10, 21, 22, 30, 31 and 33 listed above and in further view of *Logg*.

Claim 29 has been finally rejected under 35 U.S.C. § 103(a) as unpatentable over *Goden et al.* in view of *Mukojima et al.* as applied to claims 10, 21, 22, 30, 31 and 33 listed above and in further view of "Corpse Killer" (Video Game by 3DO).

**IV. STATUS OF AMENDMENTS**

There were no amendments filed subsequent to the final rejection. Additionally, there are no amendments pending that have not been entered by the Examiner.

**V. SUMMARY OF INVENTION**

The invention of the appealed claims is an image processing technique and video game apparatus, computer-readable medium and recording medium embodying the technique, for producing images which perspective is dependant on the state of motion of the player character. Thus, when the player character is stopped, the image view produced is from the prospective of the player character, which view is called a "subjective view" in the application. When the player character is in motion, the image view produced is an "objective view", such as, for example, an aerial map perspective wherein the player character is seen in motion. Applicant's invention advantageously minimizes the amount of image view updates needed during motion of a player character in a typical video game. Specifically, a subjective view of a player character in motion may require a large amount of video image updating whenever the player character turns or otherwise moves, thereby potentially changing the entire image field of view. An objective view of the same player character in motion typically requires only scrolling the image view of the terrain and surroundings as the player character moves through them.

Applicant's process in accordance with one embodiment includes the general play states movable and stationary. In the movable state the player character may move. In the stationary state,

the player character does not move. The process further includes several viewing modes associated with the movable state. These are (1) a bird's eye view mode process, (2) a subjective mode process, (3) an intrude mode process, (4) a behind mode process, (5) an invasion mode process, (6) an alert mode process, and (7) an evasion mode process. (See page 17, lines 10-24.) When in the movable state the player may be moving or stationary. If moving, the displayed image is a mode process of the objective type, such as the bird's eye view mode process. If stationary, the displayed image is a subjective mode process. (See page 24, lines 8-18.)

#### **VI. ISSUES**

Whether independent claims 1, 9, and 32 are anticipated under 35 U.S.C. § 102(e) over *Goden et al.*

Whether independent claim 21 is obvious under 35 U.S.C. § 103(a) over *Goden et al.* in view of *Mukojima et al.*

Whether any of the dependent claims 2-8, 10-20, 22-31, and 33-42 are obvious under 35 U.S.C. § 103(a) over *Goden et al.*, either alone or in combination with *Rieder, Mukojima et al.*, *Logg*, or "Corpse Killer." (Video Game by 3DO.)

#### **VII. GROUPING OF CLAIMS**

The claims do not stand or fall together and must be considered separately.

**VIII. ARGUMENTS**

**Non-Anticipation and Non-Obviousness of Independent Claims 1, 9, 21 and**

**32**

Turning to the rejection of claims 1-42, claims 1, 9, 21 and 32 are presented in independent form. These claims are directed toward an image processing method for selectively and alternatively displaying either a subjective or an objective image sequence, as well as a video game apparatus and computer-readable medium incorporating the image processing method. These claims are distinguished over the prior art cited by the Examiner, *inter alia*, due to their use of selecting from the alternatives of a subjective or an objective image sequence.

Turning to Applicant's claims, claim 1 includes the limitation of selectively producing one of a first scene image and a second scene image based on the detected position and motion of the character. The first scene image is subjectively viewed by the character and the second scene image is objectively viewing the motion of the character.

In particular, the Examiner has rejected claim 1 of the present application under 35 U.S.C. § 102(e) as anticipated by *Goden et al.* *Goden et al.*, however, does not disclose *selectively* displaying from alternative image sequences either an objective or subjective view, but rather discloses changing perspective of the image display *automatically* and periodically. The Examiner cites figures 5(a)-5(f) of *Goden et al.* as showing various scene images, such as a character's perspective, a Birdseye View, a radar image, etc. However, the examiner fails to understand that the sequence of illustrations in

figures 5(a)-5(f) are sequentially panned under the control of logic as given in figures 4 of *Goden et al.* Thus, *Goden et al.* refers to the image perspectives illustrated in figures 5(a)-5(f) in its description of figure 4. (*Goden et al.*, column 13, lines 4-64.) Applicant notes that this passage cited by the Examiner describes a *sequential* walk-through of the different image perspectives, not the *selective alternative choice* based on character motion, as in claim 1 of the present invention. The Examiner has thus erred in interpreting

*Goden et al.*, which, by itself, is non-anticipatory of the invention of the present application.

The Examiner also refers to *Goden, et al.* with specific reference to column 11, line 48 to column 14, line 49, and figures. 5(a)-5(f). In maintaining the rejection of Applicant's claims over *Goden, et al.*, the Examiner states that the sequence of illustrations in figures. 5(a)-5(f) are not just a panning sequence, but rather, are individual scenes which are selectively produced based on the detected display position and motion of the character. The Examiner refers to the description in *Goden, et al.* in column 11, line 48 to column 21, line 27. In essence, the Examiner refers to the entire detailed description in *Goden, et al.*

The Examiner further states that *Goden, et al.* discloses that it is not necessary for the camera viewpoint position to circle completely around the characters, but, for example, the display of the map 26 may halt in the area of viewpoint 5. The camera viewpoint position may follow points 1-6 in figure 4 in order, or it may follow them in reverse order, or alternatively, it may follow them in non-



consecutive order. The camera viewpoint position may move continuously between these points, or it may move onto points 1-6 only. The camera viewpoint position may move within a vertical plane as shown in figure 4 or it may move within a horizontal plane. Moreover, the camera may pan by moving slowly left and right or up and down, or zoom, as in cinematic filming. In short, the screen display should be changed gradually to show information sources, such as maps, explanations, and diagrams, which are continuously required, without interrupting the game screen. In doing this, the surrounding scenery and the characters should be included in the display.

(Col. 14, lns. 25-42.) Therefore, not only are the viewpoints individual screens, but are dynamically produced based on the detected display position and motion of the character (column 14, line 25 to column 17, line 8).

Contrary to the Examiner's position, and as pointed out in Applicant's prior response of April 5, 2001, and again in the Applicant's amendments filed November 16, 2001, *Goden, et al.* in column 11, line 48 to column 14, line 24 only teaches that the camera viewpoint coordinates 1-6 (as shown in figure 4) are prestored in ROM 102 and read out in turn for corresponding image processing of display data. The viewpoint movement control of *Goden, et al.* is automatically executed when it is determined that game processing is finished and one stage has been completed. What should be apparent is that this portion of *Goden, et al.* clearly fails to teach the aforementioned claimed features of selecting between a subjective scene

image perspective and an objective scene image perspective based on the detected display position and motion of the character.

On this issue, the Examiner states that "The viewpoint movement control steps that Applicant refers to (column 12, lines 36-39) only pertain to a player that is in **transition** from one stage of a game to another stage of a game, not during the actual 'playing' of the game." It is pointed out that *Goden, et al.*, see column 14, lines 25-42, teaches various manners of moving the camera viewpoint position among points 1-6 in figure 4. However, there is no teaching that this movement of the camera viewpoint position is performed based on the detected display position and motion of the character. This moving of the camera viewing position among points 1-6 in *Goden, et al.* is predetermined according to a game program. Attention is directed to column 14, lines 43-49 in support of Applicant's position. It is specifically stated by *Goden, et al.* that "In short, it may be applied to any scene where a scene change or temporary interruption is required." This teaching in *Goden, et al.* neither anticipates nor renders obvious Applicant's claimed feature of the selective production of a subjective scene image and an objective scene image based on the display position and motion of the character.

Further in support of Applicant's position, *Goden, et al.* column 14, line 50 to column 17, line 8, under the heading "Operation for Determining Viewpoints," teaches how to determine the camera orientation according to an angle of a curve. This viewpoint determination based on a curve angle is irrelevant to Applicant's claimed invention wherein one of a subjective scene image and an

objective scene image is selectively produced based on the detected display position and motion of the character. Similarly, *Goden, et al.*, column 17, line 7 to column 18, line 38, under the heading "Operation for Coordinate Processing to Represent a River Flow"; column 18, line 39 to column 20, line 4, under the heading "Operation for Screen Movement Processing"; and column. 20, lines 5-64, under the heading "Description of Polygon Number Restriction" These teachings in *Goden, et al.*, once again, are totally irrelevant to the foregoing features which distinguish all of Applicant's claims over *Goden, et al.* Here again, there is nothing in *Goden, et al.* to teach or suggest that one of a subjective scene image and an objective scene image is selectively produced based on the detector display position and motion of the character.

Notwithstanding the foregoing, it is further pointed out that *Goden, et al.* in col. 20, ln. 65-col. 21, ln. 27 under the heading "Description of Field of View Angle" teaches how to change the field of view angle with game development. Specifically as described at column. 21, lines 19-24, when the truck is traveling through a tunnel, the field of view angle is set extremely small, when it is traveling through hills or the like, the field of view is set to a medium angle, and when it is traveling across a plane or the like, the field of view is set to a large angle. This teaching in *Goden, et al.* of changing the field of view angle is once again contrary to Applicant's invention.

The Applicant makes no claim regarding types of image perspectives presented. Neither does the Applicant make any claim to a

particular sequencing of image perspectives types. *Goden et al.* discloses a particular sequencing of image perspectives. *Goden et al.* does not, however, teach or even suggest in any way selecting between a subjective or an objective image perspective based on the state of motion of a character, as claimed by the Applicant in claim 1 of the present application.

Likewise, independent claims 9 and 21, drawn to a video game apparatus, as well as independent claim 32, drawn to a computer-readable recording medium or the present application also prominently feature Applicant's inventive use of selecting between a subjective or an objective image perspective based on the motion of a character.

As to independent claim 9, the scene image producing section selectively produces one of a first scene image, a second scene image and a third scene image based on position and motion of the character. The first scene image is subjectively viewed by the character while stopped in a movable state, the second scene image is subjectively viewed by the character while moving, and the third scene image is objectively viewing the character and the motion of the character.

As to independent claim 21, the scene image producing section produces a scene image which changes according to a position and motion of the character. The scene image producing section produces a first scene image when the character stopped in a moveable state and a second scene image when the character is moved. The first scene image is subjectively viewed by the character and the second scene image is objectively viewing the motion of the character.

As to independent claim 32, the computer program includes a process of detecting the position and motion of a character to be displayed. A subjective mode process produces a first scene image subjectively viewed by the character while stopped in a moveable state. An intrude mode process produces a second scene image subjectively viewed by the character while moving. A bird's eye view mode produces a third scene image objectively viewing the character and the motion of the character. Further, the computer program switches among the subjective mode process, the intrude mode process and the bird's eye view mode process according to the position and motion of the character so as to display corresponding to one of the first, second and third scene images on the display unit.

The fact is, the Examiner has failed to cite any portion of *Goden, et al.* which teaches or suggests that one of a subjective scene image and an objective scene image is selectively produced based on the detected display position and motion of the character. Rather, the Examiner refers to other aspects of *Goden, et al.* as to camera viewpoint positions, none of which teach or suggest the foregoing claimed features as set forth in the claims, specifically in the independent claims 1, 9, 21 and 32. It is therefore Applicant's position that *Goden, et al.* does not support the Examiner's position that "Therefore, not only are the viewpoints individual scenes, but are dynamically produced based on the detected display position and motion of the character...." Accordingly, the Examiner's rejection should therefore be reversed.

**B. Patentability of the Dependent Claims And Independent Claim 21**

The Examiner rejected all dependent claims and independent claim 21 based on obviousness under 35 U.S.C. § 103(a) over *Goden et al.* in view of various combinations of *Rieder*, *Mukojima et al.*, *Logg*, or "Corpse Killer" (Video Game by 3DO). All of the dependent claims and independent claim 21 include the Applicant's inventive aspect of selecting between a subjective or an objective image perspective based on the motion of a character. This inventive aspect is not disclosed or suggested by *Goden et al.* or by any of the other cited primary references. These limitations distinguish Applicants' claims over the prior art cited by the Examiner. Therefore, no combination of primary references with *Goden et al.* includes selecting an image perspective type based on character movement. The primary references cited by the Examiner fail to render obvious Applicants' claimed invention for those reasons noted hereinabove.

Further, claim 2, which depends from claim 1, adds the novel limitation that no movement command will be accepted while the subjective first scene image of claim 1 is produced. This feature is not disclosed in either *Goden et al.* or any of the prior art cited by the Examiner.

Dependent claim 3 covers the special case wherein the character is stopped at a wall, thus rendering subjective images uninteresting. In this special case, an objective scene image view is employed, which is not disclosed in the prior art cited by the

Examiner. This special case is not disclosed in either *Goden et al.* or *Rieder* cited by the Examiner.

Claim 4, which depends from claim 3, inventively clarifies that a character stopped at a wall can nonetheless move along the wall, regardless of the scene image view in use. This feature is not disclosed in either *Goden et al.* or *Rieder* cited by the Examiner. Claim 5, which depends from claim 1, covers the exceptional circumstance wherein an object in the objective scene image view of claim 1 covers or otherwise obscures the character. According to claim 5, the alternative subjective view may be used in this case even if the character is in motion. Again, neither *Goden et al.* nor *Rieder* cited by the Examiner discloses this feature.

Dependent claims 6 and 7 describe a novel use of a radar view image and a color radar view image, respectively, in conjunction with the motion states of claim 1. Dependant claim 8 describes the use of a scrollable item display to allow a character to select an item to use. The inventive aspects of these claims are not disclosed by *Goden et al.* or in either *Logg*, or "Corpse Killer" cited by the Examiner.

Dependent claims 10-20, 22-31, and 33-42 likewise each add the aforementioned novelty and limitations to independent claims 9, 21, and 32, respectively. Accordingly, for the same reasons as stated hereinabove, these claims are not rendered obvious over *Goden et al.*, either alone or in combination with the remaining cited prior art.

Moreover, there is no teaching, suggestion or motivation to combine any of the prior art references cited by the Examiner with

*Goden et al.* Thus, the rejection of the dependent claims and independent claim 21 based on obviousness should be reversed.

**IX. APPENDIX**

An Appendix containing a clean copy of all of the claims involved in the appeal is attached.

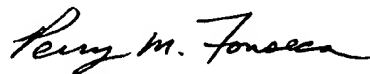
**X. CONCLUSION**

For the reasons set forth above, the Examiner's rejection of claims 1, 9, 19, 20, 32 and 39 under U.S.C. § 102(e) as well as claims 2-8, 10-18, 21-31, and 33-42 under 35 U.S.C. § 103(a) must be withdrawn and all claims allowed. For all of the reasons discussed herein, Applicant requests this Honorable Board to reverse the Examiner's rejections under 35 U.S.C. § 102(e) and 35 U.S.C. § 103(a).

If there are any fees due for the filing of this appeal, the Examiner is authorized to charge any deficiency to our Deposit Account No. 12-1095.

Respectfully submitted,

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WHAT IS CLAIMED IS:

1. An image processing method executed by a computer, comprising the steps of:  
detecting a display position and motion of a character on a display unit;  
selectively producing one of a first scene image and a second scene image based on the detected display position and motion of said character, said first scene image subjectively viewed by said character, and said second scene image objectively viewing the motion of said character;  
and  
displaying the produced one of said first and second scene images on said display unit.
2. The image processing method according to claim 1, wherein a movement command is accepted when producing said second scene image so that a moving image of said character is produced based on the accepted movement command, while the movement command is unacceptable when producing said first scene image.
3. The image processing method according to claim 1, wherein when it is detected that said character is located at a wall a region behind which can not be seen, a scene image objectively viewing said character and said region is produced.
4. The image processing method according to claim 3, wherein a command for movement of said character along said wall is accepted, and a moving image of said character is produced based on the accepted movement command.
5. The image processing method according to claim 1, wherein when said character is hidden by a given thing in said second scene image, said first scene image is produced regardless of movement of said character.
6. The image processing method according to claim 1, wherein a radar image is produced and displayed on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.
7. The image processing method according to claim 6, wherein when said character gets in the field of vision of said counterpart character, said radar image is changed in color.

8. The image processing method according to claim 1, wherein, in a scene where said character can selectively use one of items, said items are displayed so as to be scrolled in sequence.

9. A video game apparatus which displays on a display unit a character operated by a player and a scene image around said character, said apparatus comprising a scene image producing section which selectively produces one of a first scene image, a second scene image and a third scene image, and displays the produced one of said first, second and third scene images on said display unit, said first scene image subjectively viewed by said character while stopped in a movable state, said second scene image subjectively viewed by said character while moving, and said third scene image objectively viewing said character and motion of said character.

10. The video game apparatus according to claim 9, further comprising a sound effect producing section which produces different sound effects depending on which of said first, second and third scene images is displayed.

11. The video game apparatus according to claim 9, further comprising a command accepting section which accepts a movement command from said player when one of said second and third scene images is displayed so that a moving image of said character is produced based on the accepted movement command, while refuses the movement command when said first scene image is displayed.

12. The video game apparatus according to claim 9, wherein said scene image producing section, upon detection that said character is located at a wall a region behind which can not be seen, produces a fourth scene image objectively viewing said character and said region.

13. The video game apparatus according to claim 12, further comprising a command accepting section which accepts a command for movement of said character along said wall and produces a moving image of said character based on the accepted movement command.

14. The video game apparatus according to claim 12, further comprising a sound effect producing section which produces different sound effects depending on which of said first, second, third and fourth scene images is displayed.

15. The video game apparatus according to claim 9, wherein when said character is hidden by a given thing in said third scene image, said scene image producing section produces said second scene image.

16. The video game apparatus according to claim 9, wherein said scene image producing section produces a radar image and displays said radar image on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

17. The video game apparatus according to claim 16, wherein when said character gets in the field of vision of said counterpart character, said scene image producing section changes a color of said radar image.

18. The video game apparatus according to claim 9, further comprising an item displaying section which, in a scene where said character can selectively use one of items, displays said items so as to be scrolled in sequence for allowing said player to select one of said items.

19. The video game apparatus according to claim 9, wherein said scene image producing section comprises an exchangeable memory and a reading section for said memory, and wherein said memory stores image element data necessary for producing said character and said first, second and third scene images.

20. The video game apparatus according to claim 19, wherein said image element data is element data for producing a three-dimensional CG image.

21. A video game apparatus comprising:

a controller for operating motion of a character;

a scene image producing section which produces a image of the character whose motion is operated by said controller and a scene image which changes according to a position and the motion of said character, and displays said character image and said scene image on a display unit; and

a sound effect producing section which produces a sound effect corresponding to the position and motion of said character, wherein said scene image producing section produces a first scene image when said character is stopped in a movable state and a second scene image when said character is moved, said first scene image subjectively viewed by said character and said second scene image objectively viewing the motion of said character, said scene image producing section displaying the produced one of said first and second scene images on said display unit, and wherein said sound effect producing section produces different sound effects depending on which of said first and second scene images is displayed.

22. The video game apparatus according to claim 2 1, further comprising a command accepting section which accepts a movement command when said second scene image is displayed so that a moving image of said character is produced based on the accepted movement command, while refuses the movement command when said first scene image is displayed.

23. The video game apparatus according to claim 2 1, wherein said scene image producing section, upon detection that said character is located at a wall a region behind which can not be seen, produces a scene image objectively viewing said character and said region.

24. The video game apparatus according to claim 23, further comprising a command accepting section which accepts a command for movement of said character along said wall and produces a moving image of said character based on the accepted movement command.

25. The video game apparatus according to claim 2 1, wherein when said character is hidden by a given thing in said second scene image, said scene image producing section produces said first scene image regardless of movement of said character.

26. The video game apparatus according to claim 2 1, wherein said scene image producing section produces a radar image and displays said radar image on said display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

27. The video game apparatus according to claim 26, wherein when said character gets in the field of vision of said counterpart character, said scene image producing section changes a color of said radar image.

28. The video game apparatus according to claim 27, wherein said sound effect producing section produces a different sound effect when said scene image producing section changes the color of said radar image.

29. The video game apparatus according to claim 21, further comprising an item displaying section which, in a scene where said character can selectively use one of items, displays said items so as to be scrolled in sequence for allowing selection of one of said items.

30. The video game apparatus according to claim 2 1, wherein said sceneimage producing section comprises an exchangeable memory and a reading section for said memory, and wherein said memory stores image element data necessary for producing said character and said first and second scene images.

31. The video game apparatus according to claim 30, wherein said image element data is element data for producing a three-dimensional CG image.

32. A computer-readable recording medium storing a program which causes a computer to execute:

a process of detecting motion of a character to be displayed;

a subjective mode process of producing a first scene image subjectively viewed by said character while stopped in a movable state;

an intrude mode process of producing a second scene image subjectively viewed by said character while moving;

a bird's eye view mode process of producing a third scene image objectively viewing said character and the motion of said character; and

a process of switching among said subjective mode process, said intrude mode process and said bird's eye view mode process according to the motion of said character so as to display corresponding one of said first, second and third scene images on a display unit.

33. The recording medium according to claim 32, wherein said program causes the computer to produce different sound effects depending on which of said first, second and third scene images is produced.

34. The recording medium according to claim 32, wherein said subjective mode process and said bird's eye view mode process are switched therebetween based on an external command.

35. The recording medium according to claim 32, wherein when said character is hidden by a given thing in said bird's eye view mode process, said bird's eye view mode process is automatically switched to said intrude mode process.

36. The recording medium according to claim 32, wherein said program causes the computer to execute a process of accepting a command for movement of said character in each of said intrude mode process and said bird's eye view mode process so as to move said character, while refusing said movement command in said subjective mode process.

37. The recording medium according to claim 32, wherein said program causes the computer to further execute a behind mode process which, upon detection that said character is

located at a wall a region behind which can not be seen, produces a scene image objectively viewing said character and said region.

38. The recording medium according to claim 37, wherein said program causes the computer to execute a process of accepting a command for movement of said character along said wall so as to move said character.

39. The recording medium according to claim 32, wherein said program causes the computer to execute a process of producing a radar image and displaying said radar image on the display unit, said radar image showing a relative position and a field of vision of said character and a relative position and a field of vision of a counterpart character which is possible to fight said character.

40. The recording medium according to claim 39, wherein said program causes the computer to execute a process of changing a color of said radar image when said character gets in the field of vision of said counterpart character.

41. The recording medium according to claim 40, wherein said program causes the computer to produce a different sound effect when the color of said radar image is changed.

42. The recording medium according to claim 32, wherein said program causes the computer to execute a process of displaying a plurality of items so as to be scrolled in sequence on the display unit, said items selected and used by said character.